

EPYX™
COMPUTER SOFTWARE

JUMPMAN™

**INSTRUCTION MANUAL
FOR THE COMMODORE 64™**



HOW TO LOAD PROGRAM

Remove all cartridge(s). Plug a joystick into Port # 2. You use only one joystick, regardless of how many are playing. Turn on your disk drive and computer. Insert the Jumpman Disk into the drive with the label facing up, the labeled section pointed toward the back of the drive.

Type LOAD ^, 1 and press RETURN. When READY prompt appears, type RUN and press RETURN.

HOW TO PLAY

1. GETTING STARTED

Jumpman offers a variety of ways to play: five game selections, thirty game levels, and up to six players competing. Also, you can choose how fast or slow you wish your Jumpman to move.

The objective is to successfully complete all thirty game levels, scoring as many points as you can. You complete each level by making Jumpman collect all the bombs before the enemy designs wipe out Jumpman's seven lives.

After the program loads, you will see the title, a game demo, and the high scores from previous games. Press RETURN to start your game.

Game Selections: Choose one of the five games: Beginner, Intermediate, Advanced, Grand Loop, or Randomizer. The first three represent the buildings that make up Headquarters. Successfully complete any of these games, you'll see Headquarters, with the lights on all the appropriate buildings.

Difficulty Levels: The Beginner game has eight easy levels (1-8). Intermediate has five medium levels (9-13). Advanced has twelve hard levels (14-25). The Grand Loop lets you play all thirty levels in sequence. The Randomizer allows you to play a random selection of all levels except the first level.

Press the corresponding number, then RETURN to select game selection.

Single- & Multi-Player Games: Now you will be asked: NUMBER OF PLAYERS? Answer this prompt by pressing the appropriate number on the keyboard (1-4). Before each player's turn, the computer will wait that player to be ready to play.

Multiplay is activated by each player using, in turn, just the one joystick. When a player successfully completes a level, or all of his or her Jumpman die, he or she presses the joystick for the next player. Then the next player plays the same level.

If all of one player's Jumpman die before he or she completes a game, then that player is eliminated from that game. The winner is the player who successfully finishes a game and has the highest Total Score. Or the winner is the last remaining player who reaches the highest level and has the highest score.

2. PLAYING

What You See: The name of the game will be displayed and the player will be prompted. You'll see a skyrunner made up of girders, ledgers, beams, and sometimes, spring elevators up ropes and down ropes. The up ropes ascend a little above the girders. The down ropes do not. During play, you'll encounter many hazards, such as speeding bullets, floating blocks, janky robots, and often unpleasant visual shocks. You'll also see, across the bottom of the screen, from left to right:

# of Jumpmen	Level #	Speed
Score	Player #	Bonus

At the start of the game, Jumpman has seven lives to play the game. During play, the number of lives he has left is shown at the bottom of the screen. After the score appears, the white figure of Jumpman appears in the scene, and play can start.

Changing Jumpman's Speed: You can change Jumpman's movement speed anytime it's your turn. He has eight different speeds. 1 is the fastest and 8 the slowest.

You change Jumpman's speed by pressing the appropriate number on the keyboard, either just before he appears on the screen at the beginning of a turn, or anytime during play when the present Jumpman disappears and one appears. The new one will move at the new speed. If you do not select his speed, he will move at medium speed.

Steering Jumpman: Leaping around a skyrunner while avoiding hazards is dangerous work. One mis-step—and POW!

You move Jumpman with your joystick. Pushing your stick forward makes him climb up ledgers. Pulling your stick back thrusts you off makes him climb down ledgers. Push the stick left, he moves left—to the right, and he moves right.

Jumpman jumps when you press his red trigger button. If the stick is pushed forward, he will jump straight up. (often a necessary maneuver when a bullet suddenly changes direction)

When you press the red button and all he gains is speed, push the stick to the right. Jumpman will leap to the right. Press button, push stick left, and Jumpman will jump left.

Experiment. Try him at different speeds. Test what he notices before you get into serious competition with other players. But beware: if Jumpman falls in a launch, the situation he's leaping toward, or leaps off the screen—into just a couple hundred feet—the level from which he started—POW!—and for Jumpman that's the end.

3. SCORING

Game Scoring: Two scores are kept: the Total Score and the Bonus Score. The Total Score is the sum of all points scored during the game, including the final Bonus Score.

Players start at 1000 Bonus Points at the start of most levels of play. Every five seconds, 100 points are deducted from these points. When the player successfully completes a level, the remaining Bonus Points are added to both the Total Score and the Bonus Score.

When the player successfully finishes the game, then for each Jumpman left, extra bonus points are added to both total scores:

- (a) 100 points each for Beginner
- (b) 150 points each for Intermediate
- (c) 200 points each for Advanced
- (d) 250 points each for Grand Loop

Each time Jumpman collects a bomb, 500 points are added to the Total Score, except in the Grand Puzzles. In the Grand Puzzles, four special bombs are hidden along with the other bombs. Each special bomb is worth 500 points.

Missing obstacles also scores points. A bonus Jumpman is awarded each time a player scores an additional 10,000 points.

Ascending High Scores: After the game ends, whether or not the player completed it, the High Score screen appears. It displays the top 20 Total Scores and the top 20 Bonus Scores of previous games. If the player has the best the lowest scores, the program goes to the Options screen.

If the player qualifies, then he or she may enter a maximum of three initials opposite his or her score. They do so by cycling through the alphabet by pushing their joystick forward or back, until the letter they wish to enter appears. Then they press the trigger to enter it.

If they have successfully completed a game, then the first letter of the game's name will appear to the right of their score, such as B for Beginner. It will change to awarded for Randomizer once if the game was not completed.

To enter all previously recorded high scores, press the CLEAR key while the program is first loading into the computer's memory. If you get a write protected disk on your game disk, then you cannot view the high scores. Turn off the computer before you record a game's high scores, then that game's high scores are lost.

HOW TO PLAY AGAIN

When a game ends, the program will automatically return to the Options screen. You can then start a new game. At anytime during a game or during other modes, press the RETURN key to return to the Options screen and start a new game.

JUMPMAN™

The enemy has infiltrated JUPITER Headquarters! ALIENATORS have sabotaged all systems — planted bombs throughout its thirty levels ... ready to blast Headquarters to ashes at any moment. CAN THEY BE STOPPED?

Already JUPITER #1 is starting to crumble. CAN IT BE SAVED? And, can the other two command centers be secured before the ALIENATORS overrun their defenses? IT'S UP TO YOU!

YOU, trained as the government's top secret weapon, are the only one able to defuse the bombs and restore the communication systems. YOU ARE JUPITER JUMPMAN! You have the speed, skill, and SEVEN LIVES necessary to outwit the ALIENATORS. You have the ability to scale ladders, gliders, ropes, and mysterious mazes to quickly find the bombs. And, ONLY YOU KNOW HOW TO DEFUSE THEM!

BE ALERT ... Instantly able to dodge or jump over the ALIENATORS bullets. BE PREPARED ... always ready to fight their evil backup forces of dragons, robots, and other destroyers. AND, CONSTANTLY WATCH OUT FOR ... crumbling girders, falling objects, and many other nasty surprises!

Your joystick activates your jet boosters, enabling you to leap around each level of Headquarters, while avoiding deadly obstacles. JUMP ON TARGET, and you'll succeed — restore power, defuse the bombs, and save JUPITER!

MISS YOUR TARGET, and you might find yourself dangling from a ledge, with all but your seventh life gone!

ADDITIONAL HINTS

From RANDY GLOVER, *Jumpman's* Author

Jumpman is the all-enlightened of your infinite virtues in short & snappy segments. It's impossible for a new player to remember all the wily tricks and customs for his life or for *Jumpman* will meet.

Only experience—playing and playing again—will gain you the skill and proficiency you I need. These hints will get you started.

Each of the thirty levels can be completed without losing a *Jumpman*.

1. When you first play *Jumpman*, it measures his move speeds (A to G). Then, as soon as you successfully complete a level, increase his speed for next time you play that level. You are awarded Bonus Points for the length of time it takes you to complete a level. The less time you take, the more Bonus Points you it gains.
2. *Jumpman* can leap amazing distances. See how far you can make him jump. When he is grabbing for something, a ladder or glider, keep your joystick pushed in the direction you wish him to leap. If you let your stick tip back, directed counter-clockwise, *Jumpman* might slip—and fall to his death.
3. Watch more than *Jumpman* on the screen. Good and by soon all four edges. Especially when he is vulnerable like climbing a rope or ladder, or at the end of a glider. Expect the unexpected! A height— an object he suddenly shoot out from either side or drop from above—and KETCHUP! another *Jumpman* takes the dust!
4. Try to remember each level's action—the story and layout and obstacles. Keeping track of their names might be a good way



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